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CSC 165 -Player Guide A1

Tested in 5029 lab machine "PONG".

User Inputs- Keyboard - Used "Razer BlackWidow Ultimate" - Tested with HID Keyboard in lab

W	Camera Forward
S	Camera Back
A	Camera Move Left
D	Camera Move Right
Q	Camera Roll Left
E	Camera Roll Right
Arrow Keys - Camera Rotation	Up,Down,Left,Right
Escape	Quits Game

User Inputs- Game Controller - Used "Controller (XBOX One For Windows)"

Left Analog Stick Axis- Y	Camera Forward, Camera Back
Left Analog Stick Axis - X	Camera Left, Camera Right
Right Analog Stick Axis - Y	Camera Move Up, Camera Move Down
Right Analog Stick Axis- X	Camera Move Left, Camera Move Right
Button 4 - L1 Left Trigger	Camera Roll Left
Button 5 - R1 Right Trigger	Camera Roll Right
Button 7 - Start Button	Quits Game

- 1) To compile the program I ran it through a .bat file by using "javac a1/Starter.java". To run it used the .bat file running "java -Dsun.java2d.d3d=false a1.Starter". Ran both in PONG lab machine in the back towards the wall. Note below.
- 2) The game rules are simple, move around and collect the "plants" which is the pyramids, and the sage Sphere. The pyramids are worth 1 point each and the sphere is worth 2 points. Commands with controller and keyboard posted above.

NOTE: I had to manually look for the keyboard on my computer vs the keyboard in the lab. In the lab it was keyboard 1 and in my machine it was keyboard 6, so it was kind of troubling. If there is an issue picking up the keyboard just change the number, but it is set for the first keyboard picked up.

3) I created the truck by hand, vertices are just like a cube, i removed the top to see the objects and also manually entered the triangles for the cube. Objects collected and moved toward the "truck" and are placed inside of it. The objects can be viewed from the top of the truck; once a few are collected it will keep climbing up higher and higher. Camera is good, follows correct axis. When there is an object collected, the truck will scale and change to an all white color, it reverts back after another crash.

4) I had a lot of files for camera movement, that is because there was an issue with the controller and the keyboard inputs, one's axis and one is keys so it confused the input. They are all really similar but just add/minus numbers differently. I also had issues with the event, I was trying to get it to work where truck would only scale for a few seconds but there was issues with tracking the time.

Tested with "Controller (XBOX One For Windows)" in lab machine "PONG".